

Ryker Nelson Visual Designer

Seattle, WA
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I'm a visual designer with 5+ years of experience crafting high-volume marketing assets, scalable design systems, and guiding cross-disciplinary projects that turn complex ideas into clear, engaging design. I love to balance creativity with precision and I aim to be one of the easiest people you've ever worked with.

My portfolio: www.rykernelson.com

My recent work experience:

Production Designer (Contract) | Ten Gun Design (Edmonds, WA) | August 2025 – Present

- Design high-volume marketing assets for globally recognized video game IP, balancing creative execution with strict adherence to brand guidelines, industry standards, and key art specifications
- Build scalable, responsive design systems in order to streamline production of 50+ web banner sizes, retailer product pages, and multi-SKU campaigns
- Adapt for international markets, structuring assets to handle tens of different languages using responsive layouts
- Maintain a rigorous focus on detail and accuracy, tracking multiple copy docs and version updates to ensure flawless delivery

Senior Associate Visual Designer | Intentional Futures (Seattle, WA) | July 2022 – April 2025

- Created information graphics, workshop materials, white papers, event collateral, and motion graphics—translating abstract strategy into intuitive, impactful design assets for industry-leading clients across tech and education
- Continuously managed 3–4 concurrent workstreams under tight timelines
- Provided creative guidance to cross-functional collaborators throughout projects, elevating the quality and craft of our output
- Often worked in a fast-paced, “build-the-plane-as-you-fly-it” fashion—requiring quick decision-making and scrappiness

Marketing Visual Designer | CWU Publicity Center (Ellensburg, WA) | June 2021 – June 2022

- Led the creative direction for campus-wide events and campaigns spanning digital, print, motion, signage, and installations
 - Spearheaded motion design implementation within the studio, expanding our offerings
 - Created production-ready files for a range of print collateral—working with vendors and managing specs
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Education:

Bachelor of Fine Arts – Graphic Design | Central Washington University | September 2021

Proficient with:

Figma • Illustrator • Photoshop • InDesign
After Effects • Google Slides • PowerPoint
Midjourney • ChatGPT • Blender

Some notable names I've worked with:

